

Serial No. : 09/752,476
Filed : January 2, 2001

IN THE CLAIMS:

Please amend the claims as follows:

1. (Previously Canceled)
2. (Previously Canceled)
3. (Canceled Previously)
4. (Previously Canceled)
5. (Previously Canceled)
6. (Previously Canceled)
7. (Previously Canceled)
8. (Previously Canceled)
9. (Previously Canceled)
10. (Previously Canceled)
11. (Previously Canceled)
12. (Previously Canceled)
13. (Previously Canceled)
14. (Previously Canceled)
15. (Previously Canceled)
16. (Previously Canceled)
17. (Currently Amended) A method of building an automobile entertainment system by a customer using components provided by a supplier, comprising the following steps of:

 accessing a supplier terminal by a customer terminal
 through a communication network for activating a user graphic
 interface on the customer terminal;

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displaying a demonstration screen which shows examples of products available from the supplier;

listing a plurality of main systems each being expressed by an image of the main system and statements describing the main system;

selecting one of the main systems that matches customer's requirements;

displaying a plurality of sub-systems within the main system each being expressed by an image of the sub-system and associated statements where the image shows relationships among components in the sub-system;

selecting one of the sub-systems that matches the customer's requirements, wherein the steps of displaying and selecting main systems and sub-systems can be repeated in a back and forth manner wherein images of two or more different main systems and two or more different sub-systems are displayed during the steps thereby facilitating selection of a desired system;

supplying information regarding customer's vehicle for determining fitment of the components with respect to physical conditions of the customer's vehicle;

displaying a list of recommended components appropriate for configuring the selected sub-system in which each component being accompanied by price information and model name, wherein the recommended components are listed in an

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order of priority determined based on predetermined factors;
and

selecting components configuring the sub-system that
match the customer's requirement.

18. (Original) A method of building an automobile
entertainment system as defined in Claim 17, further comprising a
step of confirming final selection of the sub-system and the
selected components that compose the selected sub-system.

19. (Previously Added) A method of building an automobile
entertainment system as defined in Claim 17, the step of accessing
the supplier terminal by the customer terminal includes a step of
accessing the supplier terminal through Internet to communicate
between the customer terminal and the supplier terminal.

20. (Previously Added) A method of building an automobile
entertainment system as defined in Claim 17, wherein the component
recommended for the sub-system can be changed by the customer when
a replaceable component is found in a component selection page, and
wherein the supplier terminal examines validity of a combination of
the components based on the vehicle information when the change in
the component is made and changes other component in the sub-system
to create a right combination if the combination produced by the
customer is invalid with respect to the customer's vehicle or
compatibility with other components.

21. (Previously Added) A method of building an automobile
entertainment system as defined in Claim 17, further comprising a

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step of displaying an overall sub-system page which shows images of all of sub-systems available in the selected main system wherein the sub-system selection page is displayed on the customer terminal when specifying one of the images in the overall sub-system page.

22. (Previously Added) A method of building an automobile entertainment system as defined in Claim 17, further comprising a step of displaying a check out page for confirming final selection of the sub-system and the selected components that compose the selected sub-system.

23. (Previously Added) A method of building an automobile entertainment system as defined in Claim 17, wherein a configuration of the automobile entertainment system is determined through a hierarchical order from a main system selection page which provides a selection step for broad systems, a sub-system selection page which provides a selection step for more specific systems, to a component selection page which provides a selection step to determine specific components in the system.

24. (Previously Added) A method of building an automobile entertainment system as defined in Claim 23, wherein the component selection page shows a price of each component listed and a total price of the sub-system configured by the selected components.

25. (Previously Added) A method of building an automobile entertainment system as defined in Claim 17, wherein the vehicle information of the customer's vehicle is used for determining a dashboard size for head units in the customer's vehicle.

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26. (Previously Added) A method of building an automobile entertainment system as defined in Claim 17, wherein the vehicle information of the customer's vehicle is used for determining opening sizes for speakers in the customer's vehicle.

27. (Previously Added) A method of building an automobile entertainment system as defined in Claim 17, wherein the statements for each of the main system are expressed in such a way to assess the requirements by the customer for establishing the automobile entertainment system.

28. (Previously Added) A method of building an automobile entertainment system as defined in Claim 17, wherein the recommended components listed in the component selection page are displayed in the order of the priority determined by the supplier based on the predetermined factors including prices, popularity, profitability, and amounts of stocks of the components.

29. (Previously Added) A method of building an automobile entertainment system as defined in Claim 17, wherein the supplier terminal and the customer terminal are either workstations or personal computers.